

In re Application of GEIDL  
Serial No. 09/976,188

**Listing of the Claims:**

1. (currently amended) In a computing device having an executing program, a method comprising:

evaluating a program field that has focus against information indicative of whether the field is configured to receive text input from typed user input; and  
if the field is configured to receive text input:

1) providing a visible user input interface at a displayed location relative to the field such that the user input interface is operable to receive handwritten data while the field is operable to receive input data, the program field still operable to receive typed user input;

2) receiving handwritten data at the input interface;

3) providing the handwritten data to a recognition engine; and

4) returning a recognition result to the program.

2. (original) The method of claim 1 wherein the visible user input interface is semi-transparent.

3. (original) The method of claim 1 wherein the handwritten data received at the input interface is evaluated to determine whether the handwritten data corresponds to a gesture.

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4. (original) The method of claim 3 wherein the handwritten data corresponds to a gesture, and further comprising, providing at least one pen event corresponding to the gesture to the program.
5. (original) The method of claim 4 wherein the visible user input interface is semi-transparent, and wherein the gesture comprises user input directed to an area of the program that is visible through the semi-transparent user interface.
6. (original) The method of claim 1 wherein providing the handwritten data to a recognition engine is performed in response to detection of a submit button associated with the visible user interface.
7. (original) The method of claim 1 wherein providing the handwritten data to a recognition engine is performed in response to a time being achieved.
8. (original) The method of claim 1 wherein providing the handwritten data to a recognition engine is performed in response to a gesture being detected.
9. (original) The method of claim 1 wherein evaluating the program field that has focus comprises evaluating at least one window attribute corresponding to the field.

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10. (original) The method of claim 9 wherein evaluating at least one window attribute corresponding to the field comprises accessing window class information.

11. (original) The method of claim 1 further comprising, accessing a database to obtain the information indicative of whether the field is configured to receive text input.

12. (original) The method of claim 1 further comprising, adjusting the appearance of the visible input window.

13. (original) The method of claim 12 wherein adjusting the appearance of the visible input window comprises increasing its size to enable entry of additional handwritten data.

14. (original) The method of claim 1 further comprising, erasing the visible input window.

15. (original) The method of claim 14 wherein the visible input window is erased in response to receiving a close request.

16. (original) The method of claim 14 wherein the visible input window is erased in response to a time being achieved.

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17. (original) The method of claim 14 wherein the visible input window is erased in response to a gesture being detected.

18. (currently amended) In a computing device having a program, a system comprising:

user input interface code operable to receive typed input from a user;

a field typing engine configured to evaluate a field of the program, determine if that field is supported by the user input interface code, and if so, to communicate information to the user input interface code;

the user input interface code drawing a visible input area to indicate that data may be entered therein while still allowing the user to enter typed input via the user input interface code, the drawing of the visible input area based on the information received from the field typing engine; and

a recognition engine that receives entered data from the user input interface

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